

OREGON DISTRICT ONE LITTLE LEAGUE 2023 INTERLEAGUEING SOFTBALL GUIDELINES

The following guidelines will be followed in addition to the Official Regulations and Playing Rules of Little League Softball.

The Interleagueing Board will consist of all Softball Vice Presidents or their representatives who have Leagues in the Interleagueing program. Each League should be represented at all meetings; any league not represented will abide by the decision(s) of the majority in attendance. Meetings will be organized to approve all Interleagueing Guidelines, schedule season play, reschedule when needed, and act on any violations of a regulation, playing rule or interleagueing guideline. They will also decide any protests and handle complaints as they arise. The ADA of Softball for District One Little League and/or their Assistant and a District Umpire Consultant will also attend all meetings.

All managers and coaches of the Interleagueing Leagues will be familiar with all regulations, rules, and guidelines. They will also attend all mandatory managers and coaches' meetings.

The Interleagueing board will have meetings during the season as needed.

1. Managers and coaches will meet at the field 45 minutes before the game to determine the field suitability. If the two managers cannot agree if the field is playable, a board member or safety officer of the host team will decide. If the umpire(s) are available pre-game they will make the decision if the game can be played safely. Once a game is started, the umpire is the ONLY person who can decide whether the game can be continued or stopped. Pitchers will be charged for innings pitched if an inning or more has been completed prior to the game being suspended. If the field is not playable, the manager of the home team will contact the manager of the visiting team and umpires at least two (2) hours before game time, if possible. If a team cannot play a game because of lack of players, the manager is to notify his/her Softball Vice President and the opposing manager and umpires at least 24 hours before game time.
2. All players must be in full uniform (shirts, pants or shorts, and socks). Hats or visors are optional on an individual basis. Uniform shirts must be tucked in (unless the shirt is made to be worn on the outside). Exception to tucking shirt in will be the catcher while playing the defensive catching position; they may have shirt untucked.
3. Borrowing of players is not permitted. If either team cannot field **eight players (7 FOR MINORS)**, the game will be referred for rescheduling. The game should be rescheduled within 24 hours if possible.
4. Any team that has not played any two (2) regular scheduled games or rescheduled a game more than twice due to a lack of players or any other reason (excluding rainouts or prior notification per rule 1 above), will be brought before the Interleagueing Board for review and any necessary disciplinary action within a week after the second infraction. Penalties that could be enforced on the manager of the team include:
First offense - Written warning,
Second offense - Suspended for the next scheduled game,
Third offense - Suspension for the remainder of the season.
5. Because of the shortage of fields, games played on Saturdays will be held to a **one hour and 45-minute** limit. If there is not a scheduled game immediately following, there will be no time limit. Ties will be completed just before the next scheduled game between those two teams. If they are not scheduled to meet again, the game will be completed at the first available date. However, the required amount of innings to constitute a legal game must be played. No inning will start after the two hour time limit. If there is a time limit in effect, an inning started must be completed unless due to weather or darkness. Exceptions: A legal amount of innings needed to be played must be completed and the last scheduled game of the day will have no time limit.
6. If after three innings (4 for Jr/Sr), one team is in the lead by 15 runs or more, (2 ½ innings (3 ½ for Jr/Sr)

if the home team is ahead) or if after four innings (5 for Jr/Sr), one team is in the lead by 10 runs or more, (3 ½ innings (4 ½ for Jr/Sr) if the home team is ahead), the manager of the team with the least number of runs will concede the victory to the opponent.

7. Host team is responsible for umpire scheduling. The home plate umpire will wear full equipment as required in the rulebook. The home plate umpire will not be a manager or coach from the same interleagueing league level, except in an emergency. Required umpires needed for games are Jr/Sr and Little League home plate and one base umpire. Minor home plate umpire and, if available, a base umpire. Children or parents of Managers or Coaches will not be allowed to umpire games in which a parent or child is participating as a Manager or Coach.

8. Each team will furnish two (2) new regulation game balls. Each team should have available additional good used balls in case needed. The umpire will be the sole judge of fitness of balls. 11" balls will be used in the minor division, 12" balls in the major, junior and senior divisions. Only solid color balls may be used.

9. The host team is responsible for field preparation (field must be chalked). The cleanup of dugouts and bleacher areas and removal of fences is the responsibility of both teams.

10. Managers must make scorebooks available to opposing managers upon request. Each team will provide an official scorekeeper. The manager or coach will not keep the official score. It is recommended that the official scorekeepers sit together. Location, time and date of game as well as pitching stats (First and last name, uniform # and innings pitched by each pitcher) and umpire signature should be completed in ink.

11. Managers will provide the home plate umpire with starting lineups and substitutions. All substitutions must go through the home plate umpire, who will then report to the scorekeepers. Lineup will contain first and last names and uniform numbers of all players on the team.

12. No player will wear jewelry or metallic items. No piercings are allowed. Hair jewelry (beads, barrettes, etc) will not be allowed. Exceptions: medic alert bracelets, soft bands, or ribbons.

13. No eating or chewing (gum) is allowed in the dugout or on the field. Seeds are not allowed. Water and/or sports drinks are allowed.

14. If a team has 1 manager and 2 coaches of record in attendance, both base coaches may be adults. **It is recommended that 1 base coach be a player.**

15. Tobacco use of any form is not allowed during practices and or games by Managers, Coaches, Players, Umpires or Parents within 50 feet of proximity of the playing field, which includes benches, dugouts and the bleacher area.

16. The umpire shall report incidents according to rule 9.05 (a, b, c) in the Little League Rule Book. The report shall contain all necessary information and is to include the rule numbers that apply. The umpire shall report to the Interleague Board District Staff member for that interleagueing game.

17. Ejection Policy – When a manager, coach or player is ejected from a game, that person must leave the field immediately and may no longer participate in any way in the game. Managers and coaches must leave the facility; they cannot sit in the stand following ejection. Players will also be asked to leave the facility if they have a parent or adult present to take them off the premises. If a player's parent or responsible adult is not present, the player will be asked to sit in the stands with an adult under that adult's supervision. A manager, coach or player who is suspended from a game will be automatically suspended for the next played game.

POOL PLAYERS

Teams may suffer player shortages for games due to a variety of causes, including injuries, scheduling conflicts, or other temporary absences. To avoid rescheduling games, leagues can develop a pool of players from existing regular season teams and a list of players that are willing to participate in extra games within their respective division.

1. Each league's respective Player Agent will create and run player pools. The league's Player Agent will use each pool to assign players to teams that are short players on a rotating basis. It will be determined by where

the player sits on the list (eg. first player listed is contacted and given first right of refusal, then second, and so on). When a player serves as a substitute player, then his/her name will be moved to the bottom of the list and will not become available until the rest of the names are contacted first.

2. Managers/Coaches will not have the right to randomly pick and choose players from the pool.
3. Once a request for a pool player is submitted to the Player Agent, then the coach must accept and play the substitute player, regardless of ability.
4. Pool Players will not be allowed to pitch or catch. They are to be placed last in the batting order.
5. Pool players that are called and show up at the game site must play at least nine defensive outs and bat at least once.
6. No more than **two** pool players in a game per team. If there is a need for more than two, the team will reschedule the game.
7. Pool players will use their regular season uniform so as to easily identify the substitute player.

RESCHEDULING OF GAMES

If a game is not played for any reason, the manager of each team must notify the Vice President of their league that day, so the Vice Presidents or their designated scheduler can reschedule that game for the next available day. Canceling a game for any reason must go through the Vice Presidents or the opposing manager for the teams involved. All games will be rescheduled.

Preference order for rescheduling games:

1. Games not played due to field conditions.
2. Games not played due to school conflicts or high school game conflicts.
3. Games not played due to lack of players.

PITCHERS

Violations of Regulation 6 of the Little League Softball rule book will be brought to the attention of the Interleagueing Board.

JUNIOR/SENIOR LEAGUE

1. There will be a (5) run limit in the first (4) innings, all innings after the 4th inning are open.
2. If one team has a lead of ten (10) runs or more after (5) innings or (4 ½) if the home team is ahead, the manager of the team with the least runs shall concede the victory to their opponent.
3. When playing double headers, teams will alternate home field status.
4. Batting the roster will apply in the Junior division.

MAJOR LEAGUE

1. There will be a 1 hour 45-minute time limit. No inning will start after the time limit. If an inning starts before the time limit, it will be completed (Home book will keep time). ***The inning starts when the third out is called by the umpire in the bottom of the previous inning.*** Ties will be completed at the next scheduled game between the two teams. If they are not scheduled to meet again, the game will be completed at the first available date.

Exception: If it's a Saturday game, and is the last scheduled game of the day or there is no game immediately following there will be no time limit.

2. There will be a five (5) run limit in the first four (4) innings with the 5th and 6th and beyond innings open.
3. All players on the line-up will bat in the order they are listed on the lineup card until there are three (3) outs or the five (5) run limit has been met. If a player must leave, their batting position will be skipped without penalty.
4. A minimum of 8 players will be required to play the game.
5. Games will be played with player-pitch only.
6. Batting the roster will apply in the Major division

MINOR LEAGUE

1. There will be a 1 hour 45-minute time limit. No inning will start after the two-hour time limit. If an inning starts before the time limit, it will be completed (Home book will keep time). ***The inning starts when the third out is called by the umpire in the bottom of the previous inning.*** Ties will be completed at the next scheduled game between the two teams. If they are not scheduled to meet again, the game will be completed at the first available date.
2. A minimum of 7 players will be required to play a game.
3. A five (5) run limit per inning will be invoked for the entire game.
4. All players on the roster will bat in the order they are listed on the lineup card until there are three (3) outs or the five (5) run limit has been met. If a player must leave, their batting position will be skipped without penalty.
5. Games will be played with player-pitch only.

FARM LEAGUE

1. There will be a 1 hour 45-minute time limit. No inning will start after the two-hour time limit. If an inning starts before the time limit, it will be completed (Home book will keep time). ***The inning starts when the third out is called by the umpire in the bottom of the previous inning.*** Ties will be completed at the next scheduled game between the two teams. If they are not scheduled to meet again, the game will be completed at the first available date.
2. Minimum league age is 6 for coach pitch and 7 for player pitch to participate at this level for leagues interleagueing.
3. A minimum of 7 players will be required to play a game.
4. **Player pitch- For the first three weeks of the season.** The game will be played with the first two innings as coach pitched or machine pitched. No called strikes will apply for coach pitch if the batter does not swing. The coach can throw only 6 pitches (a foul ball on the last pitch does not count against the batter's 6 pitches) if the batter does not swing or get a hit the batter is **out.**
5. Any following innings will be pitched by the player. After 4 called balls, pitched by a player, by the umpire, the offensive coach will enter and pitch, assuming the batter's count. No called strikes will apply for coach pitch if the batter does not swing. The coach can throw only 3 pitches (a foul ball on the last pitch does not count against the batter's 3 pitches) if the batter does not swing or get a hit the batter is **out.**
6. A five (5) run limit per inning will be invoked for the entire game.
7. All players on the roster will bat in the order they are listed on the lineup card until there are three (3) outs or the five (5) run limit has been met. If a player must leave, their batting position will be skipped without penalty.
8. When Player pitch is playing coach pitch it will be 100% coach pitch.
9. No stealing.

PROTEST GAME POLICY

Protests shall be followed according to the rule book. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the ADA of Softball within 24 hours. The umpire in chief shall also submit a report immediately to the ADA of Softball.

The Interleagueing Board and District Umpire Consultant(s) will hear and resolve any protest. If protest is allowed, the game will resume from the exact point of when the infraction occurred.

PARENT AND SPECTATOR CONDUCT

Respectful behavior will be required of our Managers, Coaches, Players and Spectators toward umpires and one another. Behavioral problems will not be tolerated by Managers, Coaches, Players, Parents and or Spectators at any game, at any ball field, at any time. Managers and coaches bear the responsibility for the conduct of their team and crowd. They should do **WHATEVER IT TAKES** to minimize any disruptions or acts of unsportsmanlike conduct. This includes, but is not limited to, removal of any spectator(s) acting in a disruptive or unsportsmanlike manner!!

Any spectator, Manager, Coach or Player, may be removed by the umpire (ORS 164.276 and ORS 164.278) for objecting to a decision, unsportsmanlike conduct, language, or conduct deemed inappropriate. If ejected, the Manager, Coach, Player or Spectator must leave the area immediately (the sight and sound rule). The umpire may suspend the game until this action has occurred. League Officials from either league should assist the umpire in calming situations and dealing with unruly spectators.

If an ejection occurs the offender will not be permitted to attend the team's next scheduled game. If an ejection occurs, the President of the offending League will inform the host president of the team's next game. If the ejected offender shows up at the next game and refuses to abide by this rule, they will be considered to be trespassing (ORS 164.278) and the police will be called to remove the spectator. If that happens the matter will be brought before the interleagueing board, and the offender could be expelled for the remainder of the season.

Any Violations should be reported immediately to your President who will then report to the appropriate District Staff; DA Melissa Lundberg. All issues will be handled within 24 hours and decisions will be final.